

ABSTRACT

Disclosed is an installation for competitive play with an ice hockey stick and an ice hockey puck. The installation includes a game platform, a goal with targets, target identifiers and a computer. A computer controlled puck circuit includes a puck magazine (30), a passing unit (46) which feeds pucks (1) to a player (40), a conveyor apparatus (2) which sorts and conveys shot pucks (1) into the puck magazine (30). The points value of shots made by the player (40) are evaluated with the help of a light barrier A (48) and a light barrier B (49), a camera (50) und a corresponding underlying computer program and the points assigned form the basis for a competitive play which can be played over the international data network.

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